



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace week6_2563
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int num1;
            int num2;
            int num3;

            num1 = Convert.ToInt32(textBox1.Text);
```

```
num2 = Convert.ToInt32(textBox2.Text);  
num3 = num1 + num2;
```

```
textBox3.Text=num3.ToString();
```

```
if(num3 > 50)
```

```
{
```

```
    textBox4.Text = "ผ่าน";
```

```
}
```

```
else
```

```
{
```

```
    textBox4.Text = "ไม่ผ่าน";
```

```
}
```

```
}
```

```
}
```

```
}
```